



Volume V, #14

BORIS THE SPIDER

A Journal of Duplicitous Deings, Raw Power, and Sarc'd Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

--Sir Walter Scott--



061 el 96

FOUR GAMES END!!!

Congratulations go to Chuck Hanna for his "Green" win in Britannia, to Chuck Wiers for winning "Utterjayalinity", our fourth game of HISTORY OF THE WORLD, to Ron Esham for "Rings of Gold", our 1st (and 2nd round) game of STELLAR CONQUEST, and Jim "Wormdog" Fryling for his And(!) DIP win (beat ex Adelphi). All I can say is they're pushing for you next time!

Colors have been determined in "Ethelred", our 11-Brit game, and Claudius Chedlor's Romans have run a mink, but have taken the losses in 10. The five pockets of Belgae resistance bypassed (Downlands, Kent, Lindsey, and Norfolk) have sucked the Summerfest and likely will soon play for their independence. The Welsh have abandoned their western practices to reinforce eastern Wales. The Hockrock Calthraes Turn 3 awaits.

Boris has succumbed and bought a Mac Performance 200. He has loved it; she's stayed over 10% game of solitaire on it already. Anyway this means a Volume change (V to VI) when we switch entirely to the new system.

CDs have just been sold, and the new owners are more than doubling the price (rose from \$8.95 a month to \$18.95 a month). Sure, they're also more than doubling the free hours to 3/month, but I seldom use 2 hrs/month, so it's no value to me. They gave me all the hard copies of this rare thing, too. Thanks are good (D for dropping GEMs game 10 Feb, as you e-mailers like me. DON'T SEND E-MAIL TO ME VIA GEM E AFTER 27 FEB unless I tell you otherwise).

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: If at first you do succeed -- try to hide your astonishment.

--Harry E. Burke

James McQuinn has started up *Crossing the Rubicon*, semi devoted to BIF, Guntloo, DIP (Colonial DIP, and Scribble. Send him 75¢ in stamps for a sample copy (address on p.18).

It's not too early to start planning for the Summer Con season. Here are the biggest:
Origins/World DipCon 4-7 Jul @ Columbus, OH
AvonCon 31 Jul-3 Aug @ Buck Valley, MI
PaiDCon late August/early Sept @ Philadelphia, PA

BOS & KUBOS

This month's Madeline Boldue Prize Excellence Award goes to the Boris for his Calthraes article in "Rena VIII".

This month's Mallat Super-Budget Bomb will be linked at Mares/Corbunkon for excessive whining in Boris's VII & VIII.

PERSONAL COMMUNICATIONS HERE (MAYBE)

DEADLINE FOR MOST GAMES IS NOON (EST) 2 MAR 96



SLAVS SUCCOMB!
Now There Are But Three

vll

Fall 1992

1994.IT

ESRATA English F Web-Tyr and F Mid-W. succeeded

MURKWOOD: "Last March," Serbo-Russian troops fought to the last man for one. Then, after the hated Turk and haughty German. A new dynamic has been established in Europe with a dominant Germany sandwiched between a flower-scented England, an expansionist Turkey. Will the de facto Anglo-German alliance further German's proximity to five Turkish centers?

TROOP MOVEMENTS

England refrestra. P. ION to RAS

END Hanna), Fifth H. S. Loh Eng, A Gao Man, Aider Road P. Igo C. A Maridom, J Tyn. A
Mar-Rom, F Wed. S. T. Yn, P Tam-Jon, J Zar-Ang.

GIR (Morrissey) [A] Mid-Sex [A] UK - Rom [A] East-Ang [A] Tri-Sher [A] Vic-Bur [A] Gol SA
Vic-Bur [A] Mid-Sex [A] UK - S Eng [A] Mid-Rom [A] Boh-Vic [A] Tri-Tri [A] Euh-Bel 1
Bel 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 82

RUS: Chomskov (A Ser: A Mod) (A Bus: A Her) (A

TLR (Anderson) [F] Jan-Tyrn, F Grs H, F Aeg-Siny, F Hio S A Ser, [A Sev S A Rm], A Hui Ser, [A Ruin S A Hui Ser], P Nap S F Jan-Tyrn, A Ah S A Bul-Ser

Ordering in brackets fail: α = unit destroyed due to lack of valid context item p = impossible;
 $\alpha\alpha$ = not own unit; $\alpha\alpha\alpha$ = unit not so ordered; $\alpha\alpha\beta$ = two units produced; α = no such unit; $\alpha\beta$ = off the board; $\alpha\alpha\alpha$ = unit in the move; $\alpha\alpha\alpha\alpha$ = unit is dislodged and must return; $\alpha\alpha$ = unharmed.

SUPPLY CENTER CHART

ENCL. 64: Lón Lóp Pór Spá Pór Drö Tón Vör + Búg

GEQ: Her Köt Den Hal Sür Mün Bil Hıy Moş S P Vae Yen Vae Tel -Ba-
RDa -Bae -Sae

WGS - 240 50
TVR - 240 50

U.K. now Can Say 'Yes' But Rumor Has Set - 2 Jan. 1961

2008年12月10日

(10) 2001년 12월 31일
 (11) 2002년 12월 31일

[92] Karp, Orit

1998-1999

Due next time are builds and orders for Spring 1913. And then so to Martel for gutting it out.

EMERGENCY HEAT

EMBASSY BEAT
PRICED OUT—The Russian government is disappointed that neither Germany nor Turkey would let the Russian troops go home or even ask for their help to defeat the others.

BERLIN: The Falser is pleased with the performance of the troops and due to the capture of large amounts of enemy supplies has raised the pay of each soldier by 1 mark 50 pfennings (the price of our great beer) a month.

BORGIS WORLD PILES REVIEW

Buddapest Praxda: It is funny that two super powers are so focused on each other that they ignore the potential help Russia, let's say, could provide.

CLASSIFIERS

CLASSIFIERS
When one gives us an ugly duckling in hand (or two birds in the bush), hoping they will golden-egg, we should not be surprised when you get two turkeys instead of a prize-winning hen when you could have had:

BelName

FALL 1912 Action

PRB sells 500 marks, 500 rubles, and 500 piasters, then buys 1,500 pounds (47-345+380+655 1S/2- \$15)

SPR 12	USA	ENG	GER	RUS	TUR
FAL 12	1.00	1.44	1.64	0.76	1.31
	1.00	1.57	1.64	0.80	1.35

Comp	USA	ENG	GER	RUS	TUR	Value
PFB	15	4150	2300	0	3500	\$145.79
RYS	53	2500	4750	0	3700	\$322.18
CLOWNE	7	2700	1750	500	0	\$71.1
TFR	81	700	1300	230	1600	\$50.78
RIS	61	1000	500	500	1750	\$15.25
Par	91	1000	1000	1000	1000	\$44.70



TSAR RETURNS!!

LX

Fall 1904

1995X

CLERWINZ: French indignation over Marshal Ferman's refusal to invade England has earned him a date with Marianne Guillotine. Three nations are clearly on the ropes awaiting a knockout punch in 1905. Germany and Italy look to be the next victims. But can Austrian momentum be maintained as will the Lilliputians bind Gulliver?

TROOP MOVEMENTS

Russian A RUM retreats to UKR.

AUS (R. Wilson): A Gal S OER A Pru-War, A Rum-Sev, A Bud-Rum, A Bul S A Bud-Pum, F Agg-Gon, F Tur H.

ENG (Goddie): F Mid-Por, F New-StP, A Lon H, F Bel S F Nth-Eng, F Nth-Eng.

FRA (Gershmy): F Bre S F Eng, F Eng S F Bre, A Per-Hud, A Pic-Bel, A Spa-Gat (1 out).

GER (J. Shackett): A Pru-War, F Bal-Bat, F Swe S F Bal-Bat, A Bur-Mar, A Ruh-Bur, F Ber-Mun, A Den S A Den (H. new).

ITA (R. Fisher): A Smy H, F Bla S AUS A Rum-Sev, F Ion-Tun, A Ipe S ENG F Mid-Por, A He-Mar, A Tri-Mun.

RUS (Meinick): A Ukr-War, A Mos S A Ukr-War, A Sev-Rum (t. 1905).

TUR (Deb Osborne): A Ank H.

Orders in brackets fall; d = unit destroyed due to lack of valid retreat; imp = impossible; nap = unit not so ordered; nap = no such place; NSU = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered. French F ENG must retreat oth or to IRI, MID, or WAL. Russian A SEV must retreat oth or to ARM.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul + Con + Rum + StP

ENG: Eds Lon Spl New Bel + Por + StP

FRA: Bre Mar Par + Por + Spa

GER: Ber Kie Mun Hol Den Swe

ITA: Nap Rom Ven Tur Smy + Con + Spa

RUS: Mos -StP War Rum Sev

TUR: Ank

(9) Build 8

(7) Build 8

(8) Even

(6) Even

(6) Even

(2) Test 1*

(1) Even

* If A RUM retreats oth, would be even.

Due next time are retreats, builds/tears, and orders for Spring 1905.

EMBASSY BEAT

London to Paris: Being in only my second game and only having had contact with one other player previously, it is impossible that you were singled out as the new guy. Perhaps you shouldn't make such unreasonable demands to the players you should be treating as allies.

ROME: Foreign Minister Fisher announced he had ordered Adm Datschuri of the 2nd Fleet sacked "for willfully disobeying orders, gross incompetence and wearing an extremely silly hat at the last naval review." The 2nd Fleet proceeded to TUT where the Adm was removed from command in a plain paper bag.

VIENNA to PARIS: Your Excellency, I must disagree with your assessment of the war in Europe. This is the first time we have crossed swords with our fellow combatants as well. I find it unlikely that you are the victim in a conspiracy of known parties to eliminate a relative newcomer and upstart from the European Political Scene. Were that true, I too would probably be a target. Rather I suggest you are the unfortunate victim of allies who found a mutual interest in relieving you of your resources in order to support their own territorial interests.

BORIS WORLD PRESS REVIEW

General Gazette: Bhashal Chodaforce has found an oasis in India and is forming his own country. General Tetrasrud sold the Empress to Hans. Solo for the arms. Hans is negotiating a deal for her with Jabbs the But. Aum Lingumi and the Pope are warring somewhere in the Med. Prince Vlad and the Loyol Order of Carpathian Assassins are claiming responsibility for dislodging Russian A RUM.



BRITANNIA

Turn 16
1070-1085 AD



© 1983 William Wayne King

The Cast:

PURPLE: Paul Cheske
GREEN: Chuck Hanna

BLU: David Anderson
RED: Wayne Morrison

The Board

WELSH: 2) 2A @ Clwyd, Carmarll, Deron, Gwent, Gwynedd, & Powys; 1A @ Dyfed.
PICTS: 1) 3A @ Skye; 1A @ Alban, Caithness, Dalriada, Man, Moray, Strathclyde
CALEDONIANS: 2) 1) 1A @ Hebrides
NORSEMAN: 1) 1A @ Avalon, Hwicce, Orkney.
DUBLINERS: 1.5) 1A @ Dunedin, Calloway, Lothian.
DANES: 2.5) 1A @ Lindsey; 2A @ Pennines.
NORWEGIANS: Herald 3A @ Bernicia, 3A @ North, 2A @ Cumbria, 1A @ York.
NORMANS: William & C @ Essex; 1A @ Channel; 1C @ Downlands, S Mercia, Wessex; 1A @ Kent, Norfolk, Suffolk, Sussex.

TURN 16 (cont)

DANES: 1.5) Grow 1 Population Pt. Move 1A Lindsey-N Mercia.
NORWEGIANS: Move 2A North-Bernicia-Pennines; 1A North-York; 1A North-March; 1A Cumbria-Cheshire; 2A @ Herald Bernicia-Pennines. COMBA (5: 1, 1+1, 1+1, 1+1, 3) 5+1 4+ (2+1, 1+1) 6-2 Dares 1 Norwegian).
NORMANS: 1C Essex-S Mercia-Wessex (1A, 1A 2-4; 1, 1, 3) 6-3-1 Norseman; 1C Downlands-S Mercia-N Mercia; 1C S Mercia-N Mercia (3, 1) 1 Dane-1 in Italy; 1A Channel-Downlands; 1A Channel-Essex; 1A Channel-Wessex; 1L Essex-S Mercia; 1C Wessex-Avalon (6, 1-1 Norseman). There is no Kh

Turn 16 Point Count: Green (Welsh +8, Danes +2, Caledonians +2); Purple (Norwegians +8, Dubliners +1.5); Blue (Picts +1.5, Normans +1.5); Red (Norsemen +)

Final Score: Green 124, Purple 101, Blue 91, Red 50.5.

End game statements:

PURPLE: Ted with the Saxons usually does well in other games I'm in. But it looks like I crushed him too much and made it easy for the Danes.

RED: I will not take on Arthur again and will learn to submit before I get destroyed by a stronger foe who could afford to gamble.

GREEN: I can't thank on a game well played. I enjoyed it even though I played my position poorly and will strive to do better on our next clash over the fields of Britain.

GREEN: I've never seen a game of BRITANNIA where neither the Angles nor the Saxons were significant factors at the end. And I've never seen the Danes score a lot of points, which is why I was so downcast at the damage the Romans did to the Welsh and the Picts did to the Caledonians. But the Angles and the Saxons disappeared and the Danes did score a lot of points and I thank them all.

LEGEND: A = army, C = cavalry, L = leader, R = rider (#) = population points, -700 = restoration

The Cast:

PURPLE: Paul Cheske
GREEN: Peter Bryant

BLU: Shawn Beck
RED: David Anderson

The Board

WELSH: 1A @ Downlands, Essex, Kent, Lindsey, N Mercia, S Mercia, Norfolk, Suffolk, Sussex, Wessex
WELSH: 1A @ Avalon, Clwyd, Carmarll, Devon, Dyfed, Gwent, Gwynedd, Hwicce & Powys
BRIGANTES: 1A @ Bernicia, Cheshire, Cumbria, Calloway, Lothian, March, Pennines, Strathclyde, York.
PICTS: 1A @ Alban, Dalriada, Dunedin, Mor, Moray, & Skye.
CALEDONIANS: 1A @ Caithness, Hebrides & Orkney.

Due next time are orders for the Normans and conditional retreat orders for the rest. Will Wayne Morrison submit standby order for Blue?



VENGEANCE IS MINE

Ors 5.1 & 5.2



PLAYER HOLDINGS:

Wayne Morrison: 5-PRR(P), \$38 (Priority Card)
 Don Chinnery: 5-NYC(P), 1 B&O: \$45
 John Buitta: 5-C&P(P), C&S: \$80
 Paul Dieke: 5-B&M(P), C&O: \$17
 Chuck Hanna: 5-E&O(P), 1-NYC: \$11
 Michael Quist: 5-C&O(P), D&B: \$44

Operating Round #5.1

Private Incomes: -\$8 NYC, +\$10 John, +\$15 Michael & +\$25 Paul

B&M - Place home token in E23, upgrade F22 w/ tile #14(w), place token in E19 for \$40, no train or run - stock falls to \$90: purchase 1-3rd train for \$180 and buy C&A from Paul for a meager amount of \$210. Treasury = (\$100-\$40-\$180-\$210) = \$460

CPR - Place home token in A19, purchase C&S, from John for \$30, lay #58(w) B20(w) using C&S, and lay tile #1 in C19(w) for \$80, no train or run - stock falls to \$80. Purchase 1-1st train for \$300. Treasury = (\$90+\$30-\$80-\$300) = \$440

*2 Trains are dropped!

C&O - Place home token in F6, lay tile #7 in G1(w), no train or run - stock falls to B \$20. Purchase 1-1st train for \$300. Treasury = (\$90-\$100) = \$60

NYC - Upgrade F13 w/ tile #17(ne), run train - E17-F20-F22 for \$70, payout \$7/share dividends +\$35 Don, +\$7 Chuck, +\$28 NYC, stock moves to E90. Purchase 1-1st train for \$300, Treasury = (\$42+\$15+\$20-\$300) = \$156

B&O - Lay tile #59 in H13(ne), place token in H16 for \$100, run train - H13-H16-H18 for \$120, withhold \$120 - stock falls to F75. No train purchase, Treasury = (\$48+\$100+\$120) = \$164

PRR - Lay tile #8 in H3(nw), run train - H18-H16-H15 for \$120 & H15-H13-H10 for \$80, payout \$20/share dividends +\$120 Wayne & +\$40 PRR, stock moves to E92. No train purchase, Treasury = (\$240+\$40) = \$280

Operating Round #5.2

Private Incomes: -\$8 NYC, +\$10 CPR, +\$15 Michael & +\$15 B&M

NYC - Lay tile #2 in G17(w), run train - G17-E19-F20-F22 for \$80 & F21-F24-E23 for \$70 - payout \$17/share dividends +\$75 Don, +\$15 Chuck, & +\$60 NYC, stock moves to E100. No train purchase, Treasury = (\$186+\$8+\$60) = \$221

B&M - Upgrade E13 w/ tile #53(w), run train - E23-F24-F22 for \$90, payout \$9/share dividends +\$54 Paul, stock moves to A100. No train purchase, Treasury = (\$400+\$20) = \$425

PRR - Lay tile #55 in G7(w), run train - H18-H16-H15 for \$120 & H15-H13-H10 for \$80, payout \$20/share dividends +\$120 Wayne & +\$40 PRR, stock moves to E90. No train purchase, Treasury = (\$360+\$40) = \$400

CPR - Lay tile #8 in D18(ne), run train - E19-H20-A19 for \$80, payout \$8/share dividends +\$40 John, stock moves to E90. No train purchase, Treasury = (\$440+\$10) = \$450

C&O - Lay tile #57 in F4(nw) for \$80, run train - F6-G7-H10-H15 for \$110, payout \$11/share dividends +\$66 Michael, stock moves to E90. No train purchase, Treasury = (\$600-\$80) = \$520

B&O - Upgrade H3 w/ tile #23(w), run train - H15-H16-H18 for \$120, payout \$12/share dividends +\$72 Chuck, +\$12 Don & +\$86 B&O - stock moves to F80. No train purchase, Treasury = (\$564+\$30) = \$594

COMPANY STATUS:

Name	Trains	Value	Pop	LO	Pos	Treasury	Tokens	P.C.
NYC	1-3rd & 1-4th	\$100	4	---	---	\$221	2	3NYC
B&M	1-5th	\$100	0	4	\$190	\$425	0	C&A



MERCHANT OF VENUS

Turns 16.6-19.1



The Cast:	Role	Race	Ship	This Time	Nest
Mike Quirk	Little Fuzzy	Niz	Sc	5,4,2/5,4,1/6,6,2	2,1,1/3,2,2
Delvin O'Gorman	Squint	Whyneem	T	4,4,1/1,1,1/4,3,2	3,4,3/
Chris Bandler	Y.U.C.H.	Gizmo	C	4,3,2/1/6,6,6,1	4,5,2/2/6,4,3,2/6,4,2,2
Richard Wacker	H.E.A.D.	Quesada	T	6,2,1/5,5,1	4,5,1/5,4,3
Don Chinnery	Gizmo	Berserker	Sc	4,2,2/6,3,2	3,2,1/4,2,1
Bill Werdemann	W.D.M.	Dell	C	4,3,3,2/5,4,4,3	1,3,2,2/6,3,3,2

Turns 16.6-19.1:

Little Fuzzy (5,4,2) -> Y.U.C.H. - R10-R10-R10-B-Y-R-R-OB-A-R20
 Squint (4,4,1) -> Cable Portals - Bus Cable Port (-\$200)
 Y.U.C.H. (4,3,2,1) -> Terror Station(s) - R20 - \$200 -> B-S-B-Y-B-E-TGB-C
 H.E.A.D. (5,2,1) -> Poison Portals - R-TGB-TGB-Terror Station(s). Sell two Servomechanisms (draw
 1 or Rock Video) and three Megalithic Paperweights (-\$400-270 +\$60-27 kl back to
 YUCH)
 Gizmo (6,2,2) -> T100 -> Tower -> Jump Start to TGB-Y-B-NC6-A-NC6-A-Wet Landing(s). Sell Pipe
 Organ (draw Demand for Dust +\$50-35), purchase Factory and Canned Tails, Jefferson Park
 to 10, buy Combined Drive (-\$150-16-200+20-120+30-100+30)
 W.D.M. (5,3,3-3) -> Comfort Station(s) - OB-B-B-OB-R-Y-B-Y-B
 Little Fuzzy (5,4,1) -> B3 -> Asteroid City West. Sell Geeks with Buns (draw Servomechanisms and
 Mutch Wine and buy Psychotic Sculpture (-\$120-50-160)
 Squint (1,1,1) -> Cable Portals - \$48-2
 Y.U.C.H. (10,8,5,1) -> Y-B-NC6-A-NC6-A-Wet Landing(s). Sell two Megalithic Paperweights (draw
 Rock Video and Pure S-Base \$150) and buy two Vell Stk (-\$320-280 +\$32-28 to Gizmo)
 H.E.A.D. (5,5,1) -> Terror Station(s) - R20-A-A-R-B-Y-NC1-R-Y-R-Grand Porro
 Gizmo (5,3,2) -> Wet Landing(s) - (R)-B-OB-T-(Y)-NC2-R-(Y)-(R) Space Station-A-N1-2-Bass
 Berserker (-\$110, draw Demand for Spice +\$40-40)
 W.D.M. (5,3,3-3) -> B-S-B-OB-Y-OB-R-Y-R-NC5-Multigeneration Ship. Sell Perfume with Buns
 (draw Servomechanisms and Rock Video) and buy Mutch Wine (+\$140-60-20)
 Little Fuzzy (5,6,2) -> ACW -> A(Spy Eye)-Y-7(Laser). Stop and get
 Squint (4,3,2) -> R-R-Y-B-R-B-Y-R-R-B-OB-R-B

Our next time are three orders from YUCH and two orders from everyone else. Your rolls are above.
 Triangles are \$Bases, hexagons are factories.

Culture Spatters: 1st: Giant Planet. Bionic Perfume(3), port(3), factory
 1st: Water World. Vell Stk(5), port(1), Pure to 10.
 2nd: Desert World. Space Spatter(3), port.
 3rd: Multigeneration Ship. Mutch Wine(2), port, factory, demand for Spice (+\$40)
 4th: Colony World. Finest Dust(1), port(1), demand for Wine (+\$30)
 5th: Inhabited Moon. Rock Videos(4), port(2), factory demand(2) for Spice (-\$4
 5th: Ice Planet. Melt Pelts(6), port demand(1) for Wine (+\$40), demand for Dust (+\$50). Pure to
 Base (\$140)
 6th: Space Station Planet. Immortal Grease(4), port, factory, demand for Pelts (+
 7th: Interstellar Biosphere. Chiclé Liquor(4), demand for Dust (+\$50)
 7th: Polluted Planet. Servomechanisms(2), Pedigreed Bolts, port(1), demand(3) for Dust (+\$50),
 demand(3) for Grease (+\$50)
 8th: Rogue Planet. Impossible Furniture(4), port, factory, demand for Liquor (+\$6
 9th: Jungle World. Designer Gears(4), port(2), factory, demand(2) for Liquor (+\$60), demand(2) for
 Grease (+\$50)
 10th: War-Torn System. Megalithic Paperweights(1), port.
 10th: Asteroid System. Psychotic Sculptures(1), port(2), factory.

Squint	Yngwie's Universal Clearing House
Thunderbolt Immortal Grease(s)port H (Tr)	Profit Monger H (C)
Hull: Yellow Drive	Hull:
Holder: Finest Dust(2), Pure to 9a	Holder: Paperweights(2)
Cash: \$81	Cash: \$87
ODUs: 4100(#6)	Deeds: \$600
Factories:	Factories: #4a, #7a
Port: Desolation Landing, Cable Port	Port: Terror Station

Hesperon Expanding Aphrodisiac Deadheads	Gizmo
Wet H (Tr)	Port H: 2,3-1 (Sc)
Hull: Shield	Hull: Jump Start
Holder: Megalithic Paperweights(2)	Holder: Canned Tails, Combined Drive
Cash: \$140	Cash: \$278
ODUs: 400(#4a)	Deeds: \$700
Factories: #5	Factories: #5b, #1b
Port:	Port: Wet Landing, Poisonport

We're Dell, Mrs
 Freshbreathing Ornithopter H (C)
 Hull: Switch Switch
 Holder: Finest Dust, Mutch Wine
 Cash: \$550
 Factories:

Little Fuzzy
 XT-3 Seeler (Sc)
 Hull: Gate Lock Autopilot R Shield
 Holder: Psychotic Sculpture
 Cash: \$151
 Factories: #1



1835

MS Fists!



Achtung! Don't be pointed out that my misorienting Don's play of tile 202 in 13 in OR 7.2 disallows this (actually) legal upgrade on 13, putting R's 22M in OR 7.2 and an extra 1M share in the OR 8.1 no longer. BA has 310M, not 168. From could I sell a score of SX that he didn't own, or SR 8.2 should've concluded as follow:

French sells 1 BY and buys 1 BA (-1M+150M = 149M). BA sold out. BY drops to C140.
Chinnery, Tsuko, and Fisher pass.
Ziske sells 1 SX and 1 BA and buys 2 HE (-1M+104M+2*168 = 139M). HE sold out! BA drops to F74. SZ drops to F98.

French buys 2 BA (-11M+24 = 13M). BA sold out.
All pass.

Spickelstichung: (Aktionstakt) = 9, B = 61 (mit)

Farow 213M, 6 BY (0M)
Buhlo 72M, 5 SX (0M), 1 WT
Fried 328M, Buhlo, #2, 7* BA (0M)
Chinnery 190M, Buhlo #1, #2, 2 SX, 3 FR (oder 2 Zg)
Tsuko 143M, #2, 2 BA, 7 WT (0M) #2
R. Fisher 272M, #2, 3 BY, 2 *X, 1 BA, 1 H
Ziske 124M, P1, #2, 5* HE (0M)

Gesellschaftstischung:

Name	Value	Pool	LO	Task	Trade	Taken
41			0	0	2+	B2
42			0	0	2+	F19
43			0	115		F14
44			0	240		C5
45			0	145		E19
46			0	190		C110
BY	<155	1	0	435	2+,3	015 C1-N, B12)
SX	7106	1	0	022	2+,3	B16 H25,17)
BA	886	0	0	215	3+,3+	L0'SW, 42
HE	682	0	0	569	2+,3+	J0,11)
WT	578	0	2*	42	3+,4	B0,11)
FR	0154	0	1	(+62)	-	1)

Betriebsrunde 8.7:

French buys Ziske (+3M), Fowst (+25M), and Chinnery (+30M)

43 No tile play. Run H4 H2 (-11-1100M). Pay (11-150M & DC +10M).
42 Lay 116 in F10(W). Run 22-E19 (+115-BF2 10M). Pay (12-30M, AMF+
41 No tile play. No train, no run.
40 No tile play. No train, no run. Buy 2+ train from HE for 246M-240M-160 = 2M.
39 Lay 83 in C17(S2). No train, no run.
38 Lay 187 in B14(C). No train, no run. Buy 3+ train from WT for 180M-190M-90 = 0M.
37 Lay (23 in K7(S2)) Place Token (p 14M, +493M-110 = 303M). Run 04N-05-12-110 & 12-13-04-04-100. Pay DP +120M. R's +13M. B's +13M. Price returns to C10. Buy 4 train (153M+11-360=11).
36 Lay 715 in H16(NV). Run 117-B20-019-80 (-1100M) & 116 E14-C13E (110M). Pay (18 +105M, DC +42M, FP +42M, SX +21M; price rise to E114.
35 Lay 24 in K5(NW). Run M5-L6 K2-11 13-14 150M). H's-G's-G's (100M), and H2-13 J6N (110M). Pay dividends (AMF +25M, MT +7M, RP +30M) stock goes.
34 No tile play. Play token in 13 +115M-0 = 71.5M. Run K's-11 13-14-18-16 (140M). Pay (P2 +12M, RP +14M). Price returns to C14. Buy 4 train from the bank (75M-360 = 395M).
33 Lay 76 in M1(W). Run M5 N12-C15 (70M). Pay (31T +493.0B +7M; price returns to E14.

Aktionrunde 9

Chinnery buys 2 WT (8125-168 = 1440M). WT sold out.
Tsuko sells 2 BA and nationalities 2 WT from Chinnery (204M+160-252 = 212M). BA drops to F88.
Fisher buys 1 BY (431M-150 = 281M). BY sold out.
Ziske buys 1 P (-275M-1-4 = 121M). P's sold out. M's available.
Farow buys MS Darkhorse (328M 161 = 170M).
Buhlo buys 1 SX (-65M-1-4 = 71M). SX sold out.
Fried buys 1 BA (-60M-88 = 78M).
Chinnery passes. Tsuko buys MS (-12M-180 = 51M).
Fisher and Ziske pass. Farow buys 2 MS (71M-100 = 10M). 15S (just 40E available).
Buhlo passes. Fried buys 1 SX (-67M-88 = 40M). SX sold out.
Chinnery, Tsuko, Fisher, Ziske, Farow, and Buhlo pass.
French nationalities. BA from Fisher (578M 131 = 364M).
Chinnery and Tsuko pass. Fisher buys 1 MS (395M 80 = 225M) W.
All pass.

BY, SX, BA, & WT are sold out. They have 1 B-88, 1 L24, 29% & C88b respectively. Chinnery not de Zug.

Put next time are your orders for Betriebsrunde 9.1 (OR 9.1) and 9.2. Zieske has (er Zug). Since the 4+10 (it will likely be caught) by SX & 105 in the a-KR BR, plan accordingly that 2+2-rains will be scrapped, and the PE must (also) should a train roll, the private and without go away and we have a phase change. (Train limit 2 except for PR, beyond this available).

Spielestich: (aktuell) 1000 = 0, 3 = 11, 1000
 Parow 10M, 0 BY(Disk), 4 85* (0/0)
 Barite 71M, 0 SW(Disk), 1 WT
 Fresh 354M, Brown #2, 10* EA(Disk) 8
 Chumry 345M, Mann #1, #6, 2 SX, 3 PR
 Tsuk 52M, 08, 9* WT(Disk), 2* 818
 R. Traker 224M, #3, 4 BY, 2 SX, 1 HB, 1 MS W
 Zieske 121M PB #4, 8* HD(Disk), 1 PR = <er Zug>

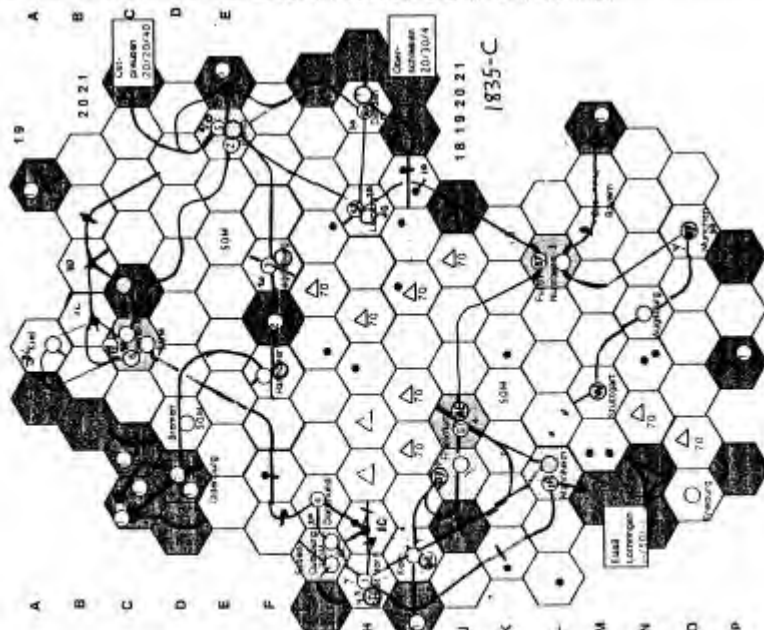
Beschäftigung:

Neuse	Valu	Pos	LO	Cash	Trains	Towns
#1			0	50	2+	H2
#2			0	50	2+	E13
#3			0	110	-	F11
#4			0	0	2+	G5
#5			0	100	-	E14
#6			0	0	3+	C11W
BY	B18+	0	0	11	2+ 3,4	O15, L14B, J6, J4N, J11
SX	D12+	0	0	643	2+ 3	H18, H20, J11
SA	E40	0	0	315	33 3+	L6 SW, H2
HE	C460	0	0	335	3+ 4	J8 13
WT	D401	0	0	400	3+ 4	M5, J1
MS	E40	0	0	530	-	J2
PR	D15+	0	0	616	-	J2

Verfügbare Züge: 4+ 55 5+ 66, 3+6+6+0+

The Break was 82011.

Verfügbare Bleistellen: #1(1), #2(1), #3(1), #4(1), #5(1), #6(2), #7(8), #8(4), #9(1), #10(4), #11(2), #14(1), #15(0), #16(2), #18(1), #19(1), #20(2), #23(0), #24(2), #25(3), #26(1), #27(2), #28(1), #29(1), #30(1), #31(1), #32(0), #33(2), #34(1), #35(1), #36(2), #37(1), #38(2), #39(1), #40(1), #41(1), #42(0), #43(1), #44(0), #45(0), #46(0), #47(0), #48(0), #49(0), #50(0), #51(0), #52(0), #53(0), #54(0), #55(0), #56(0), #57(0), #58(0), #59(0), #60(0), #61(0), #62(0), #63(0), #64(0), #65(0), #66(0), #67(0), #68(0), #69(0), #70(0), #71(0), #72(0), #73(0), #74(0), #75(0), #76(0), #77(0), #78(0), #79(0), #80(0), #81(0), #82(0), #83(0), #84(0), #85(0), #86(0), #87(0), #88(0), #89(0), #90(0), #91(0), #92(0), #93(0), #94(0), #95(0), #96(0), #97(0), #98(0), #99(0), #100(0).





(ADV) CIVILIZATION

Let's get organized!



SIGNED UP: Beck, Bayum, Carbonneau, Farrow, Morrison, Naef (?), Deb Osborne, Ringhoffer, and Zieske.

The first thing we need to do is decide upon what we're playing, with what options, and how to handle the Trading Phase. I'll discuss each of these in turn.

ADVANCED CIVILIZATION is much like basic **CIVILIZATION** except for these points:

- 1) Up to 8 players can play CIV, up to 8 can play ADV CIV.
- 2) The "Resolve Calamities" phase precedes the "Acquire Civ Cards" phase in ADV CIV.
- 3) The AST has been altered (again) in ADV CIV.
- 4) The Trade Expansion deck is standard in ADV CIV.
- 5) Four new tradable calamities are introduced in ADV CIV. They are Treachery, Superstition, Slave Permit, and the ever popular Barbarian Hordes. A player can no longer be the primary victim of more than two calamities in a turn.
- 6) When trading in CIV, one announced the number of cards offered, their total points and one commodity in the deal. In ADV CIV one need only state the number of cards and the identities of two of the cards to be dealt.
- 7) When you ask an opponent a city in ADV CIV, you may "loot" a random trade card from the victim's hand and transfer 3 tokens from your stock to treasury.
- 8) ADV CIV adds a 5th Civ Card color group (Yellow = Religion). Mysticism now costs 50 and belongs to both the Yellow and Blue group.
- 9) In CIV, "Law" is the only CIV card with 7 in the deck; in ADV CIV there are 8 of every card, not to mention an 11 Civ Card hand limit.
- 10) New Civ cards have been added: Mathematics (210, Blue & Green), Mining (180, Orange), Road Building (140, Orange), Military (180, Red), Desert (80, Yellow), Theology (150, Yellow), Enlightenment (180, Yellow), and Monotheism (220, Yellow).

Optional rules in this case means whether we'll use the Western Expansion map or not, and if we're playing CIV, whether to use the expanded trade deck. These are variants mentioned in ADV CIV rules/Gamer's Guide, but let's not run before we can walk.

The Trading System: I'm offering a choice of three systems.

- 1) Normal. Players write, call, and face each other and make deals, sending the GM a note on what they transferred. This might work if we went to two month turns.
- 2) A player's orders would list 1st, 2nd, and 3rd choices and the priority of cards they are willing to trade, along with conditions such as points, number of cards, players to be denied certain cards, etc. No player could be allowed more than 5 trades per round. The player to deal first would be determined randomly.
- 3) The Trade Phase would be replaced by a "Market Phase". The players draw Trade cards normally, then may sell some for cash back to the market and may buy one of each commodity, not add with the cash at a price usually higher than the face value of the card. Further, the market itself will offer specific trades. Calamities are now neither drawn nor traded, but will be assigned to the players based on who's had the least beginning when at least one player has 5 cities. A second, completely random calamity will be assigned once at least one player has 10 cities.

Well, that's about it. Let me know if you'll play only CIV or ADV or either, whether to use the expansion trade deck (CIV only), and the Western extension map, which of the trade options you prefer (and which you won't play under), and finally your nation preference list and initial starting location for each. Use the map opposite to name the provinces. Africa and Italy/Iberia should send starting locations both with and without the Western extension map. If we get sufficient agreement, we'll begin in earnest next time.



MINTAS TRAMPLED!

SECS	COLOR	PRATE (R/T/M)	CAPT	WARRMS	T/AM	IN	SPRNG	P/E
2-1	White	Angels Amazon (0/0)	N	0/0	1442	12	11	2/2
7-1	Purple	Seriusus (4/0/0)	M	0/0	5434	02	18	2/2
8-1	Blue	Quintus (4/1/0)	N	0/0	644-	02	15	2/2
9-1	Black	Flippus Maximus (4/0/0)	N	0/0	543	02	03	2/2
11-2	Red	Microlis V. Gloria (4/1/0)	M	0/0	5436	02	18	2/2
17-1	Green	Middus Lavidus (0/0)	N	0/0	654-	01	10	2/2
20-1	Yellow	Randius Rebous (4/1/0)	N	0/0	-232	06	09	2/2
71-1	Pink	Luscious Lucius (2/2/2)	N	0/0	532-	02	12	2/2

Barterus: 17, no whip. Ahead 1.
 M. Victoria: 19, no whip. Ahead 12.
 Quintus: 14, no whip. When check (1 = flip) location 7 = right 1, ahead 3; cut (Pre 2-1) (pre 2-1) being dragged 1 space; injury 5 = 3 DH boxes. Team ahead 19.
 M. Gerdina: 15, no whip. Ahead 3, driver (high) Flippus Maximus. Flippus accepts the attack (7+3+0-1) = 3 columns. 0 = W = 1 DH box, -2 MP, critical hit = 7 = deep wound. 1 DH box. Ahead 1, attack P. Maximus cast horse. Flippus accepts the attack (8+3+1) = 3 injury pts to #1 horse. Ahead 5.
 B. Rebous: 5, no whip. Ahead 5.
 L. Lucius: 11, no whip. Ahead 11, cut 1, ahead 1.
 P. Maximus: 14, no whip. Lost 2 MP to horse and 1 MP to horse injury. Ahead 8.
 A. Amosus: 11, no whip. Ahead 4, tramp a Quintus (low 5 MP), ahead 2.

Do not forget the orders for Turn 17. These would include the usual: speed, whether to whip or not, when to attack and how = the opportunity given to break, evade, or take it if attacked, and what line to hold on is possible. Watch your Endurance!

SECS	COLOR	PRATE (R/T/M)	CAPT	WARRMS	T/AM	IN	SPRNG	P/E
2-1	White	Angels Amazon (0/0)	N	0/0	1442	12	11	2/2
7-1	Purple	Seriusus (4/0/0)	M	0/0	5434	02	18	2/2
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17-1	Green	Middus Lavidus (0/0)	N	0/0	654-	01	10	2/2
20-1	Yellow	Randius Rebous (4/1/0)	N	0/0	-232	06	09	2/2
71-1	Pink	Luscious Lucius (2/2/2)	N	0/0	532-	02	12	2/2
10	Blue	Quintus (R/E)	N	-	644-	02	15	2/2

--Disappointment! (continued from p. 2)

OF TANKS: B) Play 'Plagi' @ Che (2,2,1,1 - IAVI), Play 'Aldes', Play 'A' @ B5u, (P4u) 1-2-6-NH (5,3,3-10P), 1P @ 7H, 1P @ Ind, 1A @ WCh, 1A @ F4P, 1P @ Pan, 1A @ Che, 1A @ CEu (2,1,1 - IAVI), 1A @ App (2,1,4,1,0,5,6,5,4,2,6,2 - SEVI), Score: 113 + C1 x2) + C(1) + M(12) + 1) + S(1) = Mid (3P+1) + China (P+3) = India (P+3) + S Dur (P+2) + N Eu (P+4) + 35 Asia (P+2) + 35 Africa (P+2) + 35 Am (P+2) = 145.

Scarf (SP/VP): R(85/194), P(68/181), G(71/187), A(86/171), D(76/170), B(69/141).

Congratulations to Kren for a well fought victory. Our next time are end game strategies. Shall we do this again?



DUNE

They Speak!



Endgame Statements

EL RATA: Freeman died 7. Guild won the battle 6-7. Shadout Mopen is in the lands.

THE CAST

FREEMAN (Morrison): Oh look for money and good cards. I had good position but the weather and my purchases of cards went sour after the deal too far. It would have helped if someone else had received all the attention. I drew so many attacks that the Guild was able to slip in, having all my leaders who were alive sitting in Jackson's prison (do not help either). My last is off to Dave for waiting for the right time to make his move. I held on to the Family Atomica and the Weather card hoping to catch more time in the moment. Unfortunately I never had enough time in the right place to make that killing as the Guild never went in there.

GUILD (Anderson): I won!

HARKONNEN (Bryden): I thought that we were playing longer. Game requiring four stronghold to win. . . how annoying.

GIF: I thought Harkonnen was going to win this one easily after he poked the Freeman twice, but he inexplicably started grabbing for apes (with a sub hand and 7 leaders) and lost sight of the objective. Dave saw an opportunity to prey on a foolish Freeman who Attolow was encircling. Harkonnen was out space grabbing, the Bene Gesserit still too dispersed, and the Emperor awkwardly reinforcing Arrakeen. And he lost it. Congratulations to Dave for a fine piece of sneakiness.

So far we have Dave Anderson, Ron Fisher, Kevin Wilson, Del Osborne, John Bryden and this old handing Wayne Morrison signed up for a sequel. Could take two more. If we have seven or more, we'll add the extra Treasury cards from the expansion game. The standard play game includes all options and advanced rules except the "4 Stronghold" victory condition. We will offer these options:

- 1) Alliance can't win.
- 2) It takes 4, not 3, strongholds to win.
- 3) The Bene Tleilaxu, Is, and Landeran can be chosen as actions.
- 4) The "Spice Harvest" expansion (won't be easy).
- 5) "The Dune" expansion (easy, but probably brutal).
- 6) The Bryden Rule. If Option "1" is in effect, an ally need not share its power.

Interested (and signed up) players should send their action preference list and votes on each of the six options. Majority prevails. If we have 7 or 8 players, option #2 automatically fails and #3 succeeds.

REFERENCES:

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- 3 F. L. Davis, "Breeding the Chosen: A Variant on the Bene Tleilaxu in DUNE," *The General*, 18 #5, pp 40-42.
- 4 F. Burke, "The Landeran Mantever: A DUNE Variant," *The General*, 23 #1, p 25.

Copies of any or all of the references will be available to any prospective player who sends a LASE (121 in the US, 464 (US) in Canada, \$1 (US, overseas) with the request.

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